# SHARK ISLAND

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# SHARK ISLAND

## SHARK ISLAND
## STORY FORWARD

The year is 2046. The American government has fallen and every state is ruled by large corporations who organize slave labor. Many have tried to escape the corporate elite, judges, and executioners, but have failed and were sent to Shark Island. Shark Island is a man made maximum security island prison in a contained area off the shores of New York. There have been those who escaped the prison, but they were not able to swim to the New York shores because the shark infested waters around Shark Island have a 100% kill rate. There are many challenges that await; the ocean has unbearable ocean currents, tangled seaweed that's like quick sand, freezing waters that can cause hypothermia, guards that can shoot prisoners from the guard towers like sitting ducks in the water, and the huge genetically modified man hungry sharks swimming and living in the ocean around the Island. The Sharks are the reason human bones wash up on the hard, rocky shores of New York, some days more than others. Good luck! How well can you swim?

## SHARK ISLAND
## GAME CONTENT

*1 Downloadable copy of the Shark Island Game Instructions.
*1 Downloadable copy of the Shark Island Game Grid.
*2 six sided dice (not included).
*1 or 2 writing utensils (not included).

## SHARK ISLAND
## GAME INSTRUCTIONS

Shark Island is a 2 player game that consists of 2 six sided dice and a printed copy of the game grid. Both players agree on the length of the game grid before the game begins.

Each grid cell is considered a turn, and the game length must be chosen in 5 cell increments. For example: 5, 10, 15, 20 (not higher than 20).

Both players must each roll a D6 die. The sum of the two dice are the LIFE POINTS for each player. Each player starts with the same number of LIFE POINTS.

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| LIFE POINTS |
|---|
| D6(1)_____ + D6(2)_____ = LIFE POINTS_____ |
| Each player starts with the same number of LIFE POINTS |

If you choose to make the game longer by adding more increments to the starting 5 cell game grid length, you must multiply the Life Points at the beginning of the game according to what increment you choose to lengthen the game.

| GAME MULTIPLYER | | | | |
|---|---|---|---|---|
| Game Length | LIFE POINTS | Multiply | Life Point Total | |
| 5 | EX.7 | x1 | = | 7 |
| 10 | EX.7 | x2 | = | 14 |
| 15 | EX.7 | x3 | = | 21 |
| 20 | EX.7 | x4 | = | 28 |

Each player's turn starts with a player rolling the CONFLICT POINT DIE (D6) and acquiring a conflict from the number rolled based on the CONFLICT POINT DIE (D6) Chart.

| CONFLICT POINT DIE (D6) | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| Free Pass | Ocean Currents -2 Points | Seaweed -3 Points | Hypothermia -4 Points | Bullet -5 Points | Shark -6 Points |

After rolling the CONFLICT POINT DIE (D6), a player then rolls the STRENGTH POINT DIE (D6).

| STRENGTH POINT DIE (D6) | | | | | | |
|---|---|---|---|---|---|---|
| D6 | 1 | 2 | 3 | 4 | 5 | 6 |
| Points | Very Weak +1 | Weak +2 | Average +3 | Average +4 | Strong +5 | Very Strong +6 |

The STRENGTH POINT DIE (D6) roll will be added to the CONFLICT POINT DIE (D6) roll, not letting the sum be higher than 0, which will be called the TURN LIFE POINTS.

| CONFLICT POINT DIE (D6)_____ + STRENGTH POINT DIE (D6)_____ |
|---|
| = TURN LIFE POINTS_____ |
| The TURN LIFE POINTS can't be higher than 0 |

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Before passing a turn over to the other player, the player still in turn needs to add their TURN LIFE POINTS and LIFE POINTS together and close their turn with their CURRNT LIFE POINTS.

TURN LIFE POINTS_____ + LIFE POINTS_____
= CURRENT LIFE POINTS_____

**THE FINAL TURN IN THE GAME**

The final turn of the game on the game grid (5, 10, 15, or 20), the player will have to get on the rocky shore from the water. The rocky shore will be very dangerous as the waves hit the rocks. The CONFLICT DIE (D6) will automatically be set at the number -6.

CONFLICT POINT DIE (D6)__-6__ + STRENGTH POINT DIE (D6)_____
= "FINAL" TURN LIFE POINTS_____
The TURN LIFE POINTS can't be higher than O

**WINNING SHARK ISLAND**

The player that swims to the shore and finishes the last cell in the game grid WINS! If both the players finish the game, the player with the most CURRENT LIFE POINTS WINS! If neither of the players finish the game, the player who has completed more cells in the game grid or the player who has the most LIFE POINTS WINS! If players end on the same cell in the game grid and have the same number of LIFE POINTS, the game is considered a TIE!

**ADDITIONAL SHARK ISLAND INFORMATION**

If you do not have 2 six sided dice available to play Shark Island, you can use the available digital dice made for the game as an extra game utility (While the server permits)—http://lunchbreakrpg.com/sharkislanddice.html.

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